FIG. 1

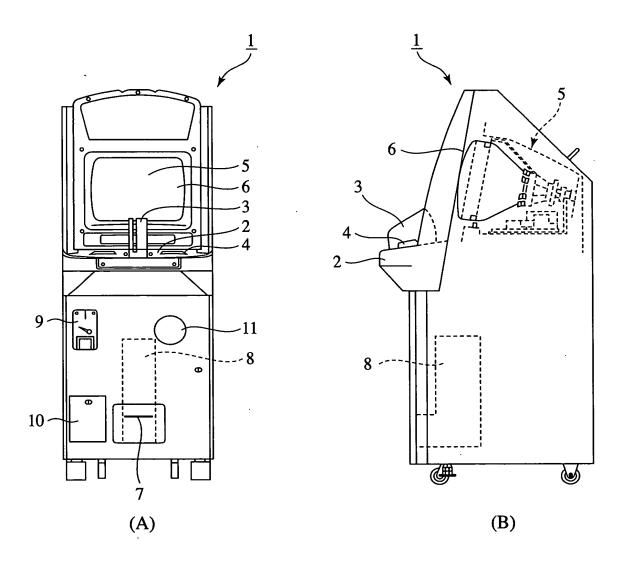


FIG. 2

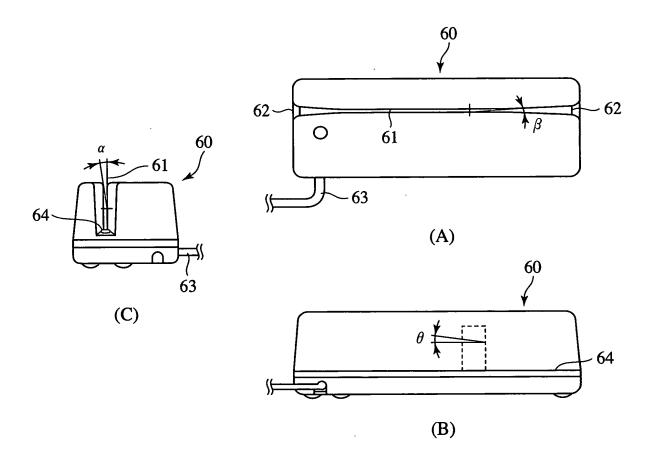
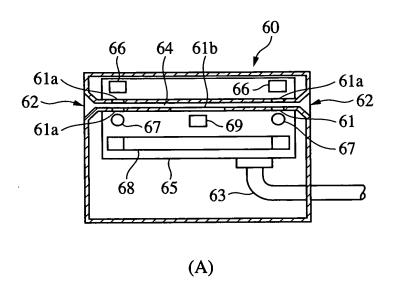


FIG. 3



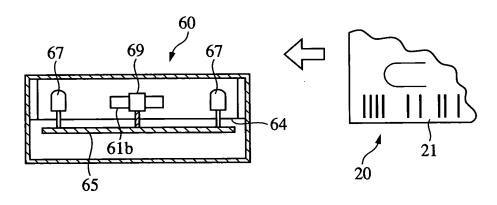
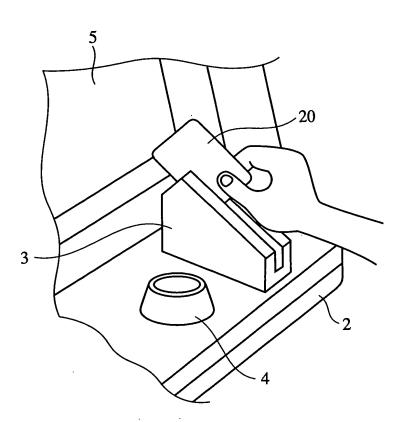


FIG. 4



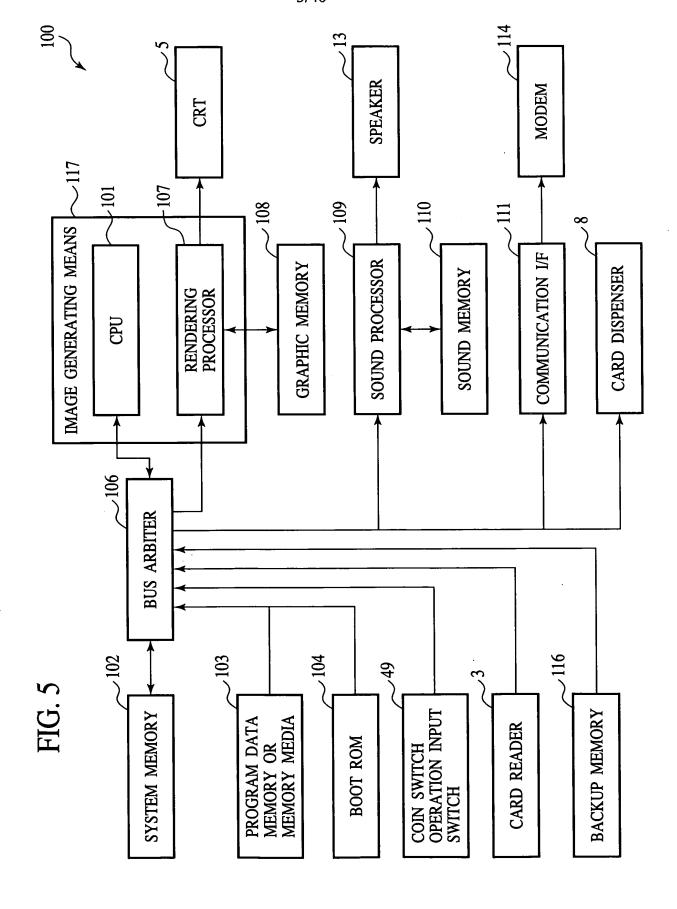


FIG. 6

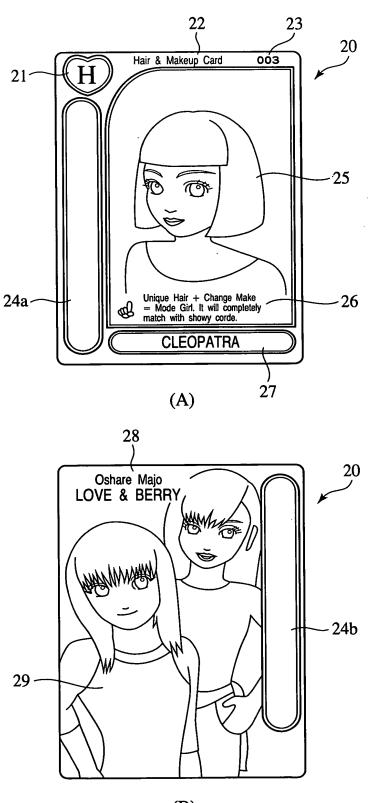


FIG. 7

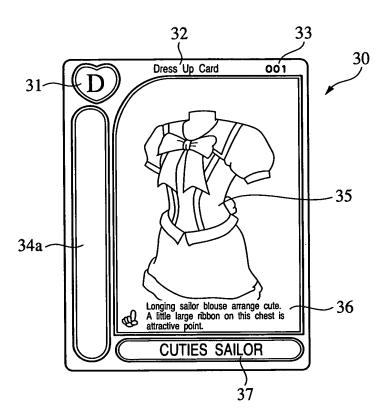


FIG. 8

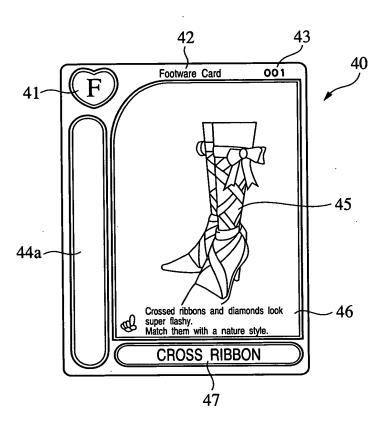
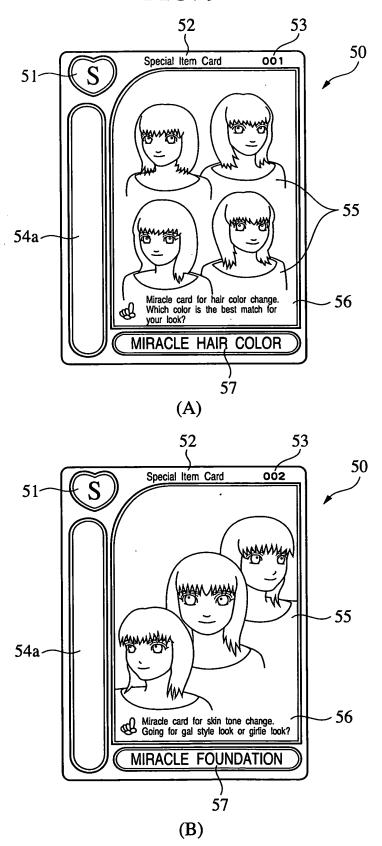


FIG. 9



(A)

[HAIR & MAKEUP CARD]

CODE	MODEL DATA NAME	TEXTURE DATA NAME	FACE TEXTURE NAME	NAME
001	N_Hr001.Bipol	N_Hr001	N_sFa001	PRINCESS HAIR
002	N_Hr004.Solid	N_Hr004	N_sFa004	TOMBOY HAIR
003	J_Hr011.Solid	J_Hr011	N_sFa011	GIRLIE CURLY LONG HAIR

[DRESS UP CARD]

(B)

CODE	MODEL DATA NAME	TEXTURE DATA NAME	ACCESSO- RIES	NAME
001	G_FB001F.Bipol	G_FB001	1	ELEGANT DRESS
002	M_FB002F.Bipol	M_FB002	2	SPARKLY PEARL DRESS
003	M_FB003F.Bipol	M_FB003	3	SKY BLUE DRESS

[FOOTWARE CARD]

CODE	MODEL DATA NAME	TEXTURE DATA NAME	COLOR NAME	NAME
001	J_FS001	J_FS001	BLUE	JEWELRY SANDAL HEELS
002	J_FS002	J_FS002	RED	PINK RIBBON HEELS
003	J_SS001	J_SS001	RED	LACE-UP BOOTS

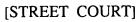
(A) [OSHARE MAJO TABLE FOR LOVE]

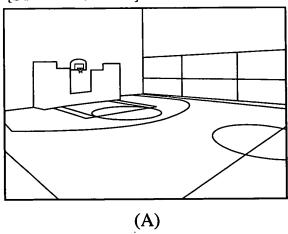
PART	DETAILS	CONTENTS
HEAD	MODEL DATA NAME	N_Hr001.Bipol
(HAIR & MAKEUP)	TEXTURE DATA NAME	N_Hr001
		N_sFa001
CHEST	MODEL DATA NAME	G_FB001F.Bipol
(DRESSING-UP)	TEXTURE DATA NAME	G_FB001
FEET	MODEL DATA NAME	J_FS001
(FOOTWARE)	TEXTURE DATA NAME	J_FS001

(B) [OSHARE MAJO TABLE FOR BERRY]

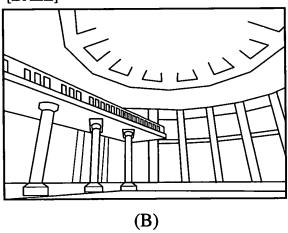
PART	DETAILS	CONTENTS
HEAD	MODEL DATA NAME	J_Hr004.Solid
(HAIR & MAKEUP)	TEXTURE DATA NAME	N_Hr004
		N_sFa004
CHEST	MODEL DATA NAME	M_FB003F.Bipol
(DRESS UP)	TEXTURE DATA NAME	M_FB003
FEET	MODEL DATA NAME	J_SS001
(FOOTWARE)	TEXTURE DATA NAME	J_SS001

FIG. 13





[BALL]



[IDOL STAGE]

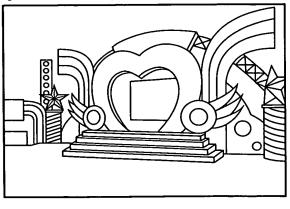
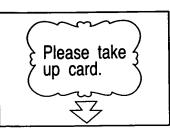
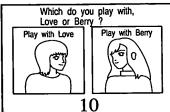


FIG. 14 (A)



P01 INSERT COINS AND EMIT 1 CARD.

(B)



PO2 SELECT LOVE OR BERRY.

CHARACTER (LOVE) SELECTED



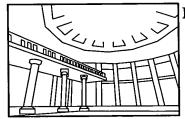
(C)



P03 GAME START. BERRY CALLS LOVE GETTING UP LATE.

"ARE YOU STILL SLEEPING?"

(D)



P04 "WE HAVE PROMISED TO GO TO THE DANCE PARTY TODAY?"

> "WE'LL GO TO THE CASTLE. DRESS UP DECENTLY. I'LL NEVER LOSE TODAY."

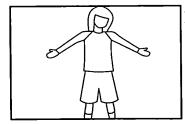
(E)



P05 "TERRIBLE! ALL HELP ME DRESS UP!"

> USE YOUR "OSHARE MAJO CARDS".

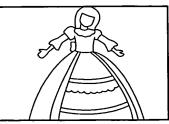
(F)



P06 SCAN DRESS UP CARD. TRANSFORM FROM PAJAMAS BY MAGIC. LOVE DOES NOT LIKE IT.

"IT'S A DANCE PARTY, YOU KNOW!"

(G)



P07 SCAN A SECOND DRESS UP CARD.

"YES, MAYBE GOOD."

(A)



POS SCAN HAIR & MAKEUP CARD,

"OH, MADE IT!"

WARP THE DANCE HALL!

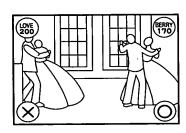
(B)



P09 AT THE DANCE HALL. BERRY IS WAITING.

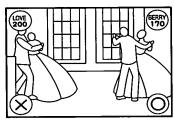
"LOVE, YOU ARE LATE!"

(C)



P10 MUSIC STARTS, AND BATTLE STARTS. THEY START TO DANCE WITH RESPECTIVE PARTNERS.

(D)



P11 CONTINUOUSLY FAILS TO PUSH INPUT BUTTON.

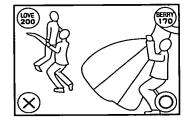
(E)



P12 LOVE'S DRESS UP MAGIC DISAPPEARS, AND LOVE RETURNS TO PAJAMAS.

"OH, NO!"

(F)

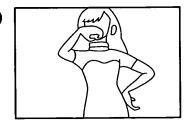


P13 LOVE DANCES IN PAJAMAS UNTIL A SUCCESSFUL INPUT.

"EMBARRASSING!"

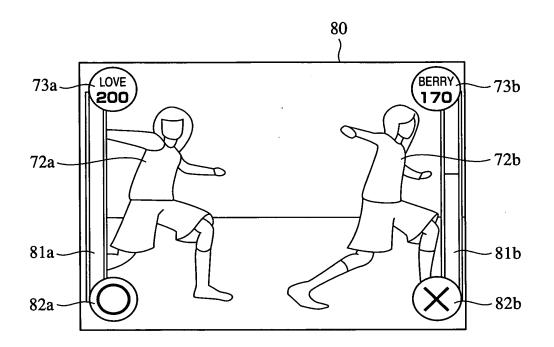
LOVE'S SMARTNESS DEGREES DOES NOT INCREASE.

(G)



P14 MEANWHILE, BERRY'S
SMARTNESS DEGREE
BECOMES MAXIMUM.
"FU, FU, I'VE WON!"
WHEN BERRY WINS,
THE NEXT STAGE FOLLOWS.

FIG. 16



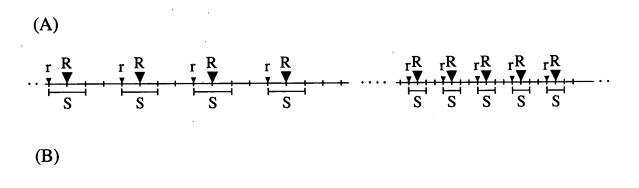
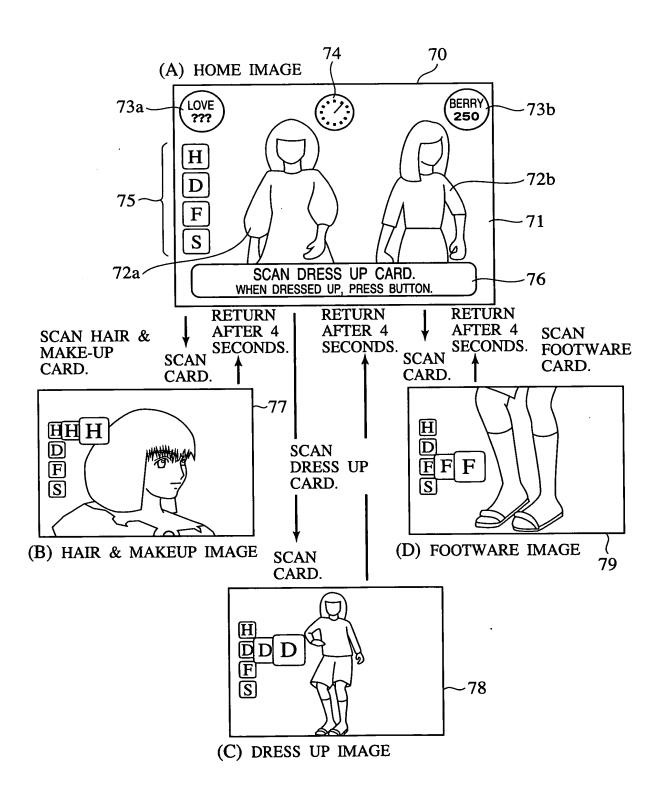


FIG. 18



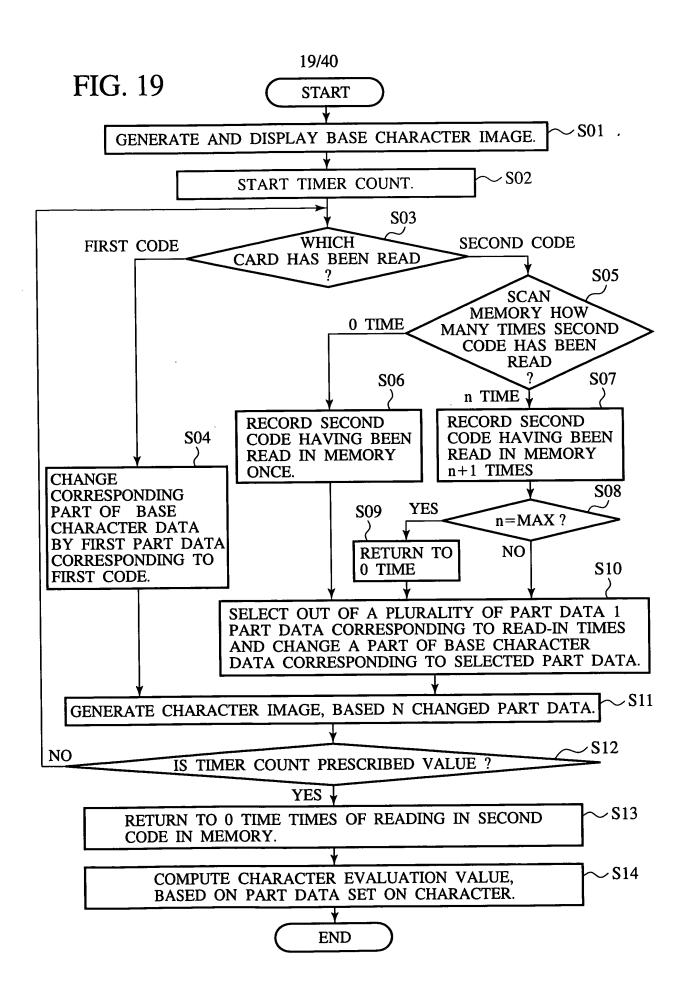
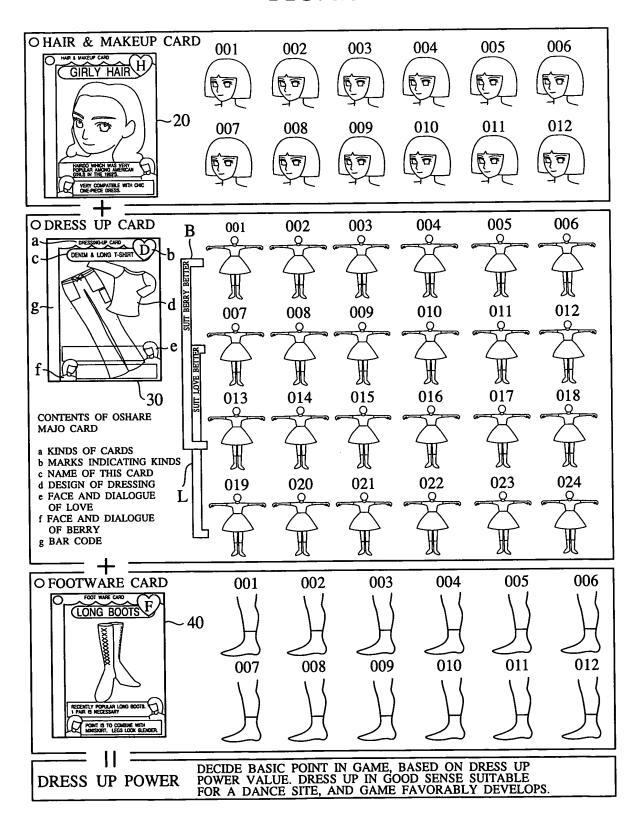


FIG. 20



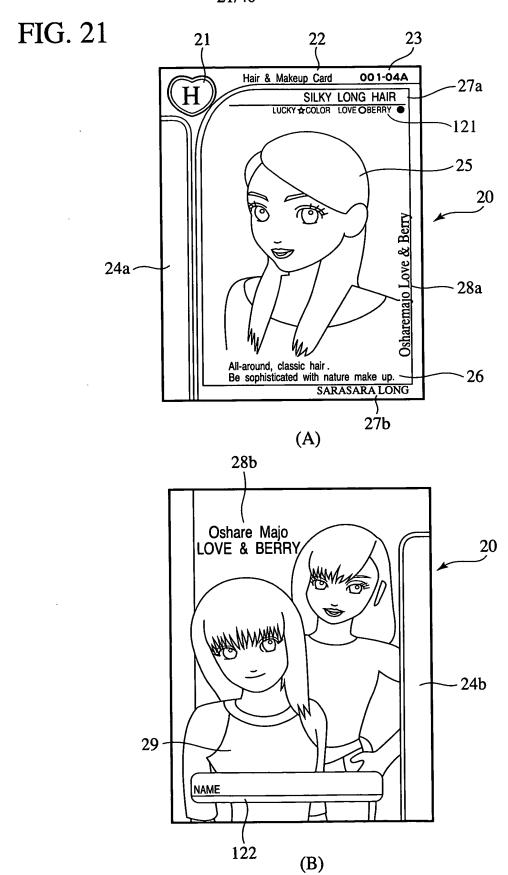


FIG. 22

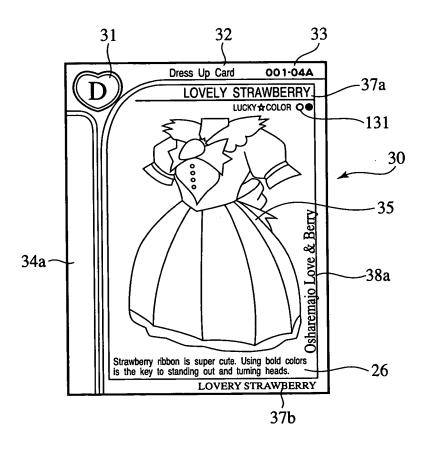
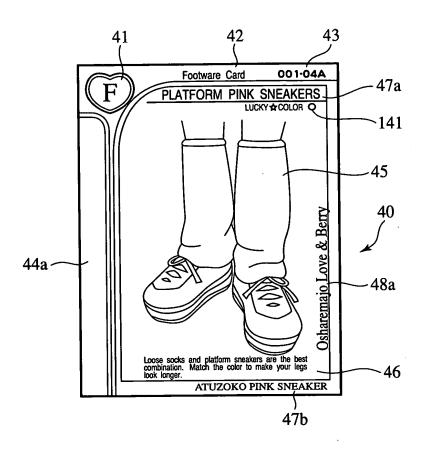


FIG. 23



24/40 FIG. 24 53 52 51 Special Item Card 002-04A ·57a Š MAGICAL HAIR COLOR LUCKY & COLOR O O O 151 -55 50 54a--58a Magical card for hair color change.
Which color world do your pick for your style?

MAGICAL HAIR ÇOLOR -56 57b (A) 52 53 51 Special Item Card 004·04A $\stackrel{st}{\widetilde{S}}$ 57a MAGICAL TIME PLUS LUCKY★COLOR ● **-151** -55 50 Osharemajo Love & Berry 54a--58a This magical card extendeds the dress up time.

Take time to finish up your look and get point.

MAGICAL TIME PLUS -56

57b

(B)

FIG. 25

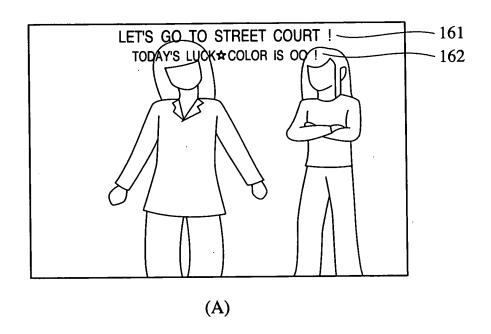




FIG. 26

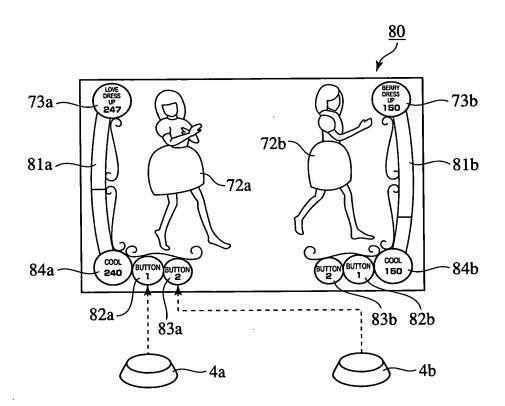
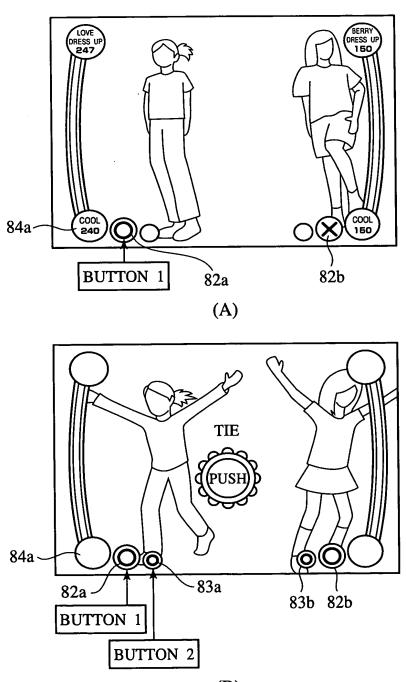
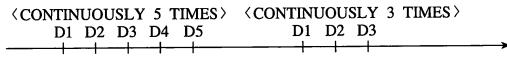


FIG. 27







(B) BUTTON MECHANISM OK RANGE



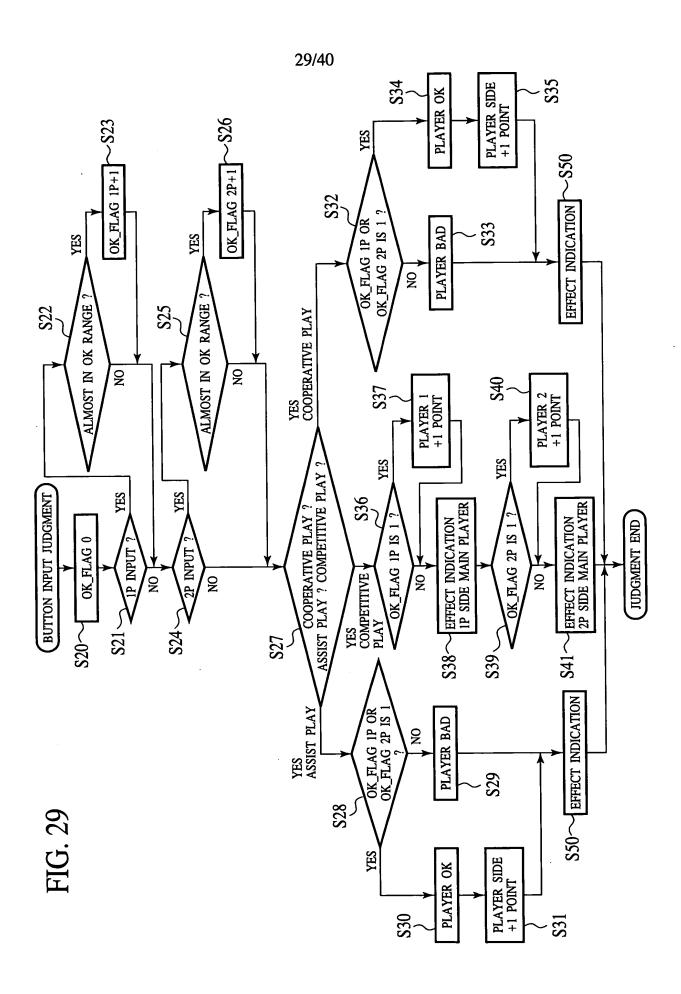


FIG. 30

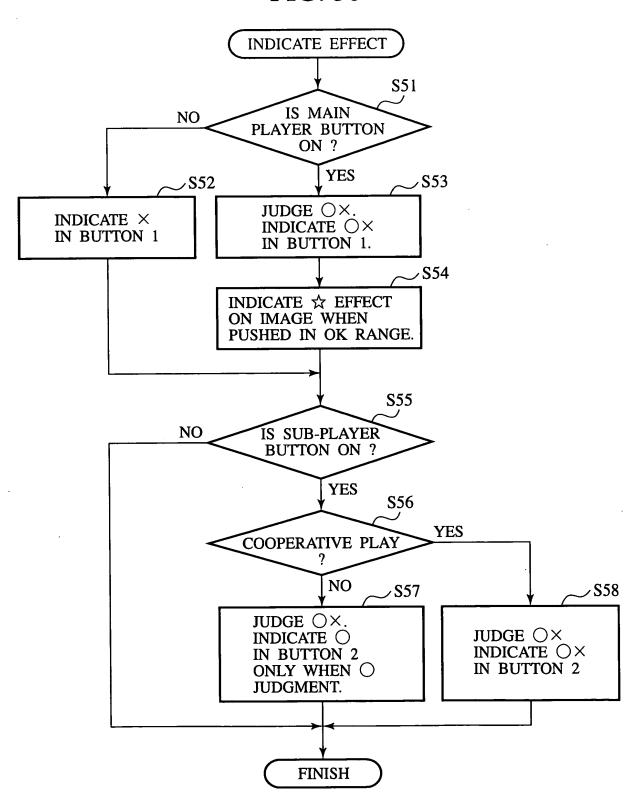


FIG. 31

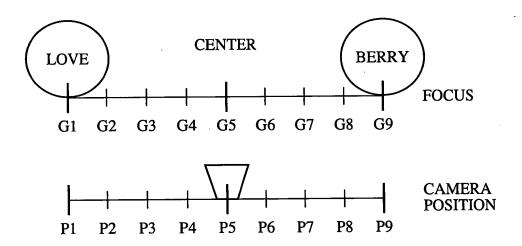


FIG. 32

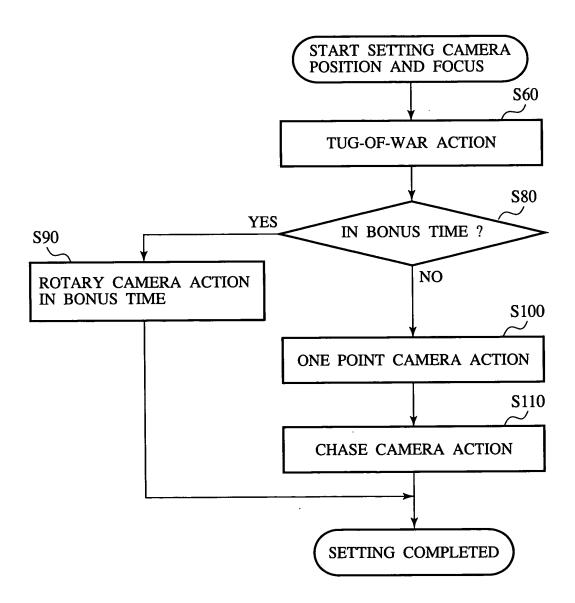


FIG. 33

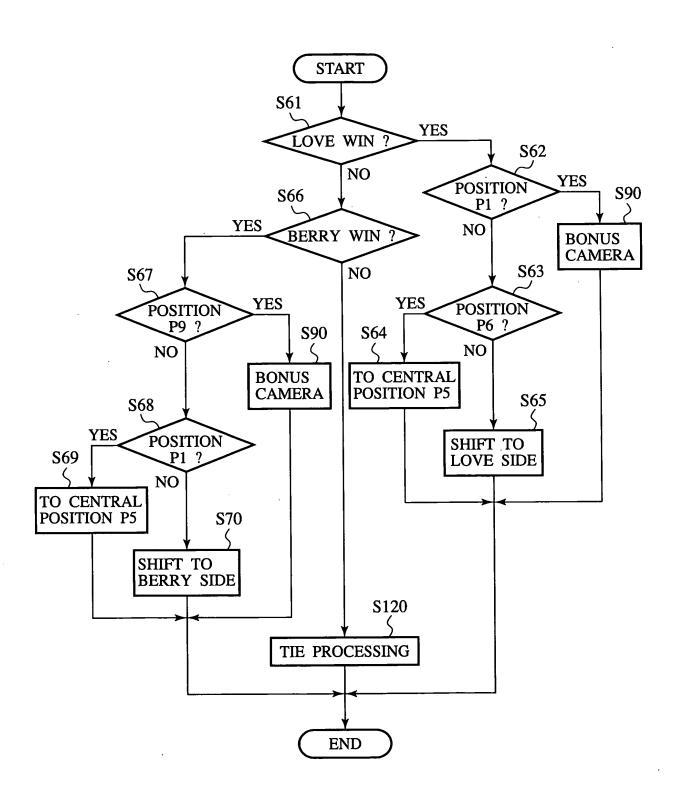


FIG. 34

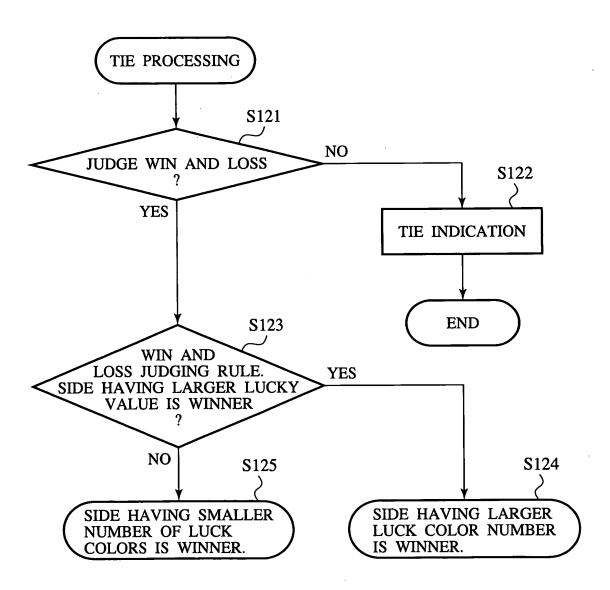


FIG. 35

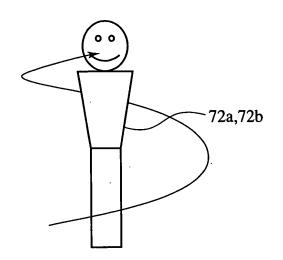


FIG. 36

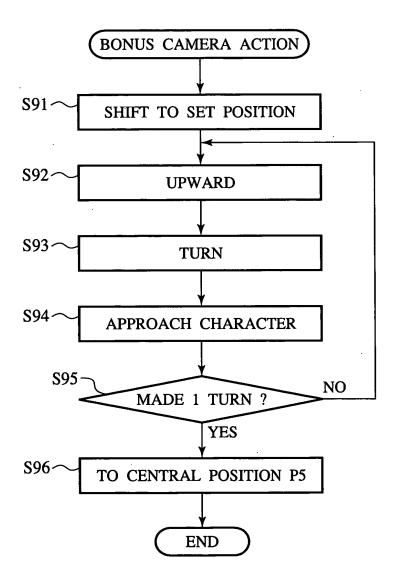


FIG. 37

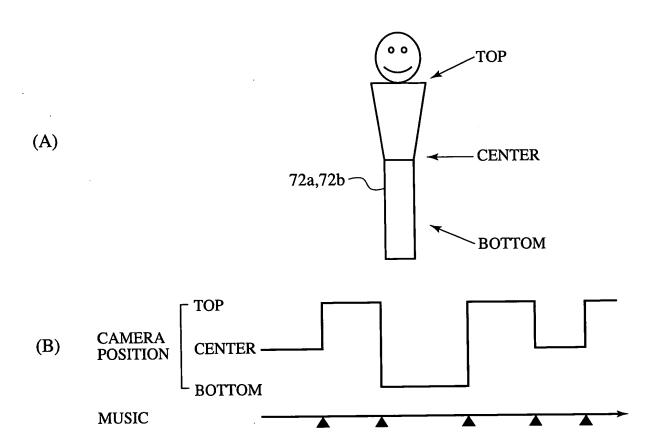


FIG. 38

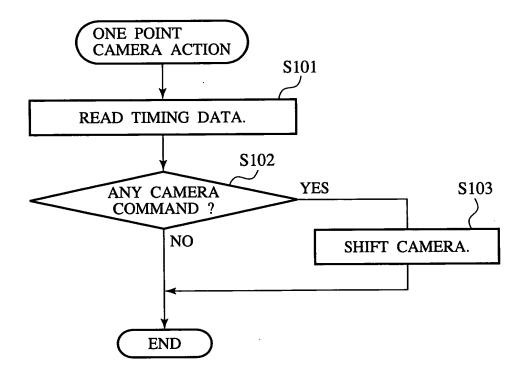
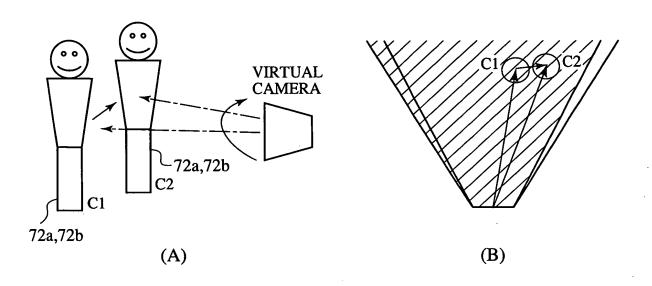
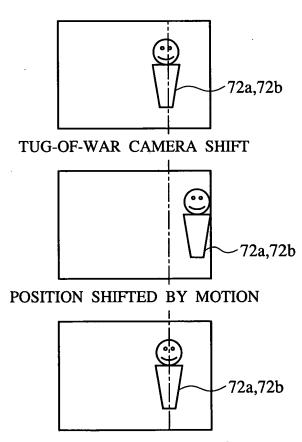


FIG. 39





SECURE POSITION BY CHASE CAMERA

FIG. 40

